

# THE ADVENTURE OF LINK™

TM Nintendo of America Inc.



## LINK RETURNS TO HYRULE

Only Link can find Princess Zelda and break the sleeping spell cast by Ganon. He must be not only brave but wise enough to make sense of the many clues he finds on the way.

## HYRULE THE OVERWORLD

As you can see on the Overworld map, Hyrule has rugged, varied terrain and many villages to explore. Although you can travel many paths, if you follow the numbered locations in sequence, you'll be taking the most direct route. Sometimes you'll have to retrace your steps and visit particular places or people more than once.



### VILLAGERS KNOW MANY SEcrets

Be observant and learn from the people you meet. Townspeople give clues that help Link on his journey, and they also teach special techniques and magical wonders that are vital to his success. For example, a Knight in Mido teaches the Downthrust technique, and someone in Darunia teaches the Upthrust.



### EXPERIENCE PAYS OFF

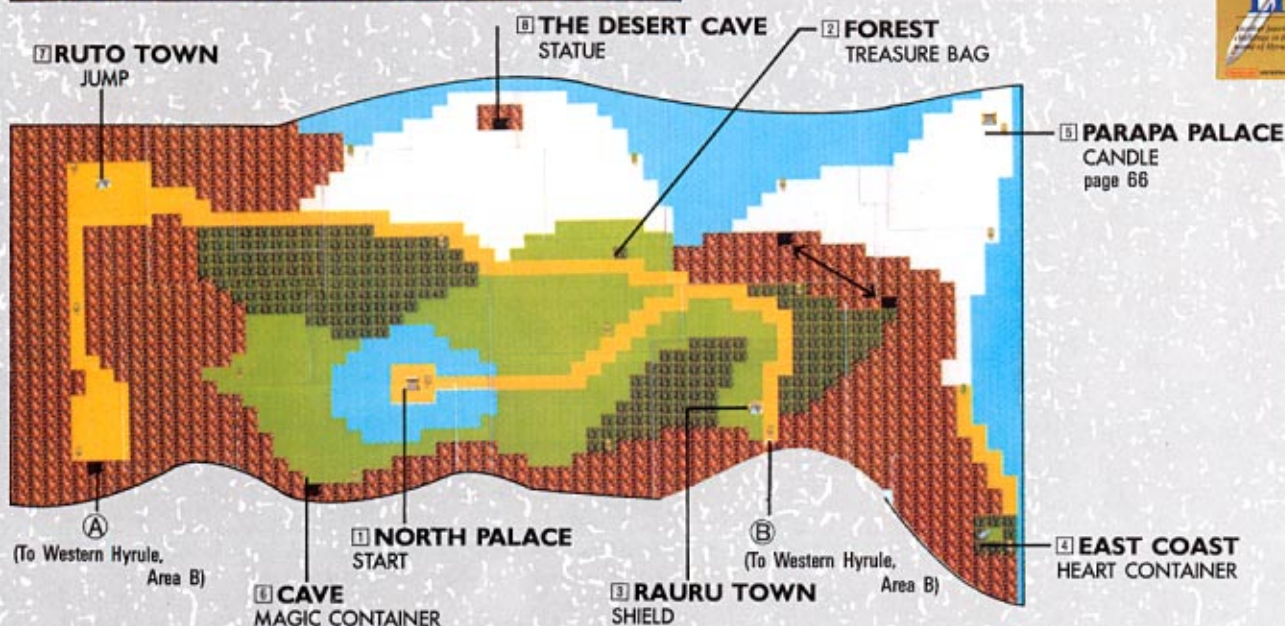
As Link gains battle experience, he increases his powers of Attack, Magic and Life. On his trek, he encounters enemies of varying strengths. If he touches an enemy, he immediately enters a side-view battle scene. If you can't beat a particular enemy early in the game, try again after you've gained experience.



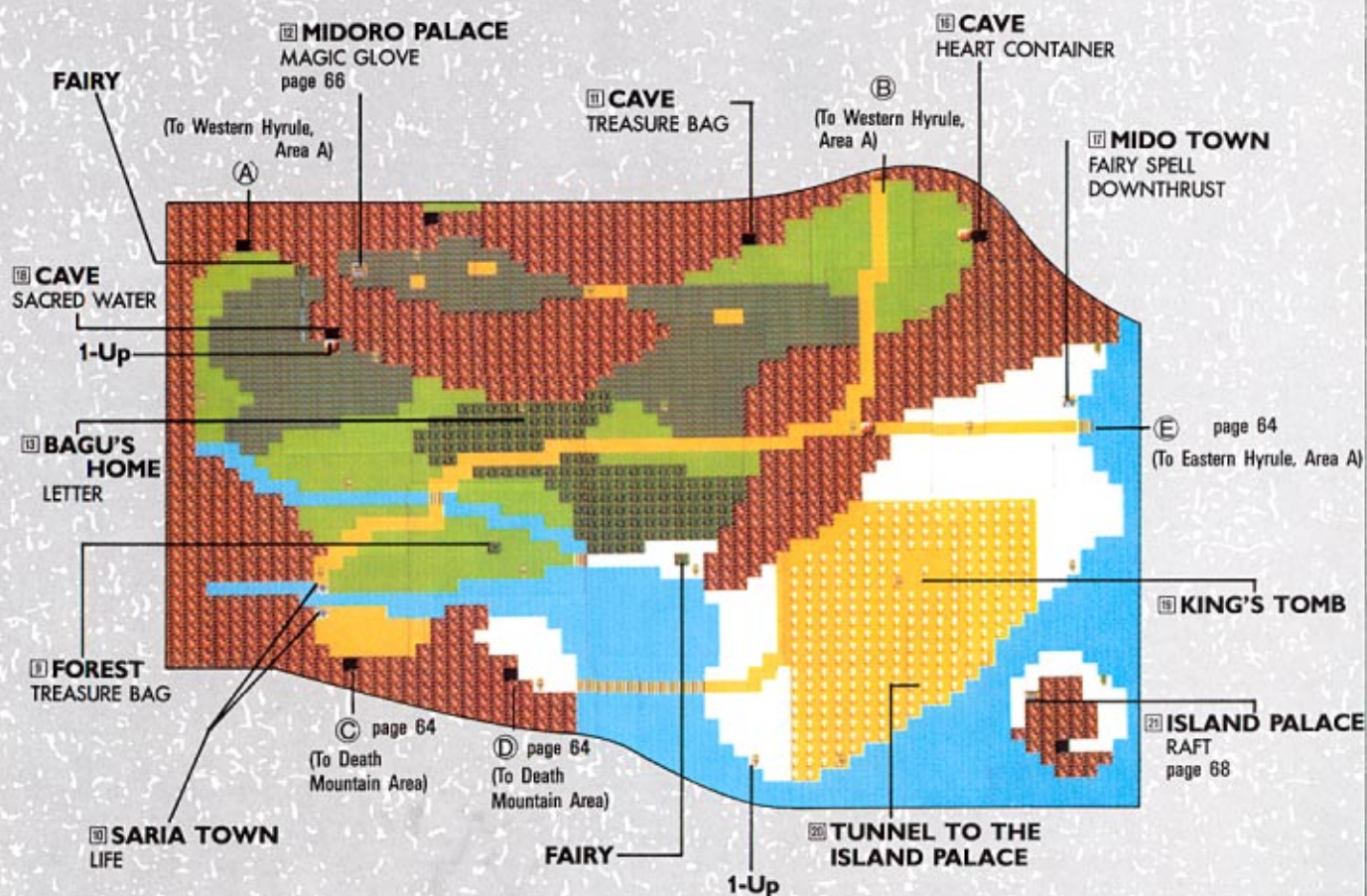




## WESTERN HYRULE: AREA A



## WESTERN HYRULE: AREA B



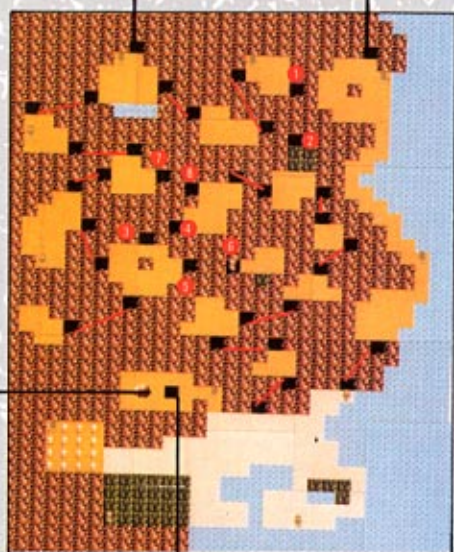


## DEATH MOUNTAIN AREA

The many tunnels in the Death Mountain Area form a maze. If you follow them in the right sequence, you'll find precious items.

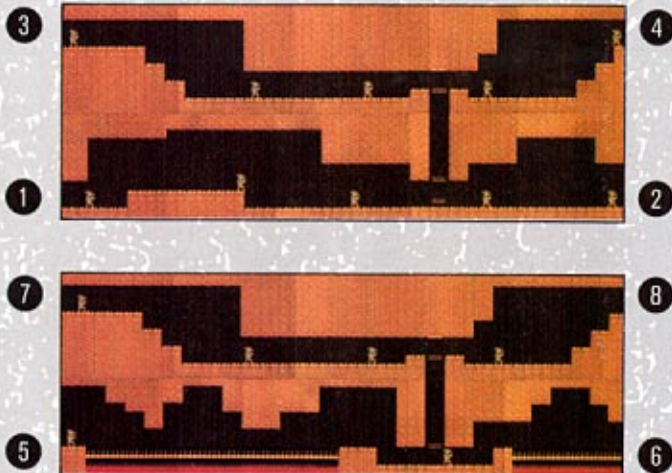
© page 63  
(To Western Hyrule, Area B)

© page 63  
(To Western Hyrule, Area B)



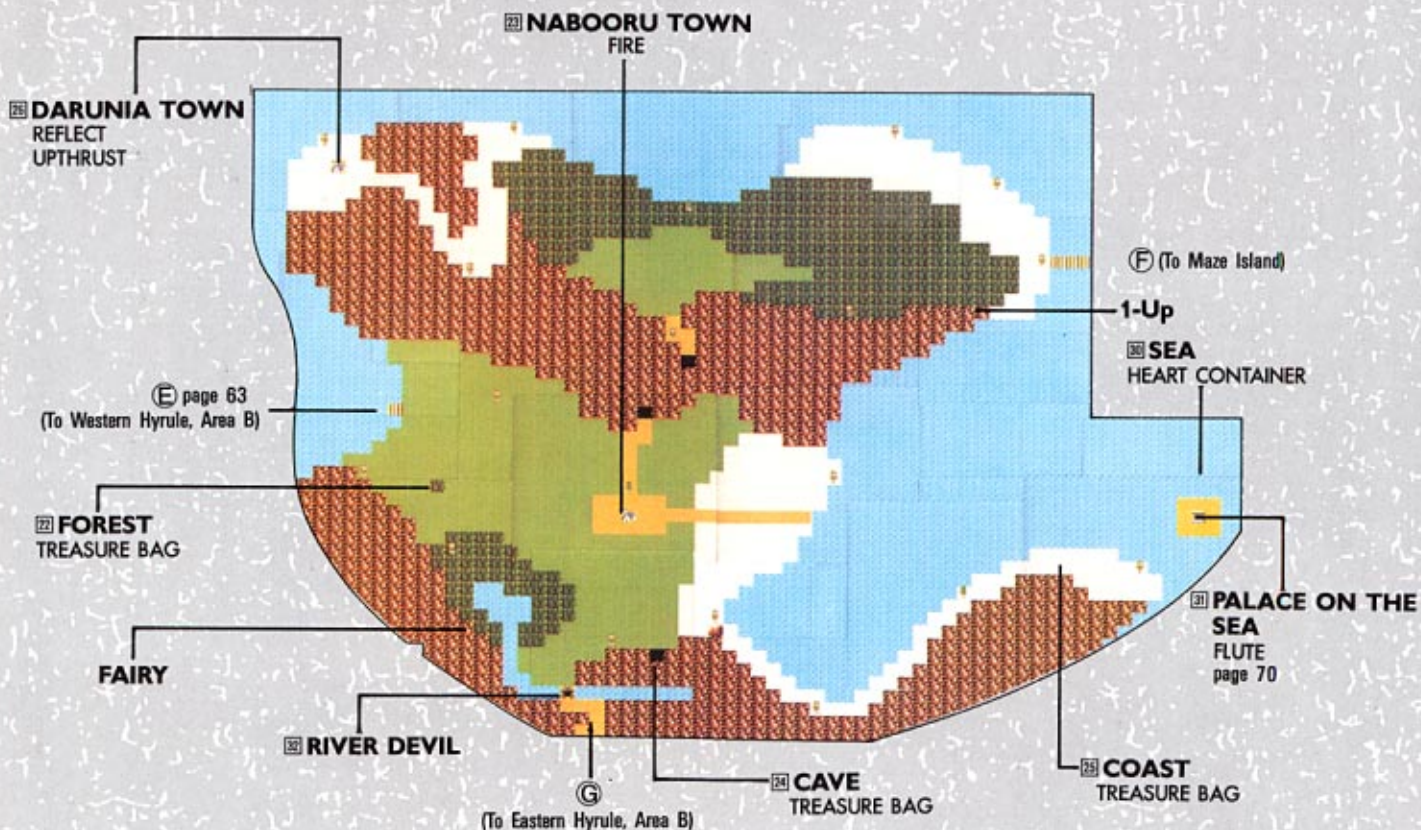
13 SPECTACLE ROCK  
MAGIC CONTAINER

14 SPECTACLE CAVE  
HAMMER



This area of the map should look familiar if you explored Spectacle Rock in The Legend of Zelda. Compare it to the map on page 52.

## EASTERN HYRULE: AREA A







## MAZE ISLAND

Maze island is mind-boggling. The stars on the map, right, show where enemies, like Killer Bees and Tektites, await.

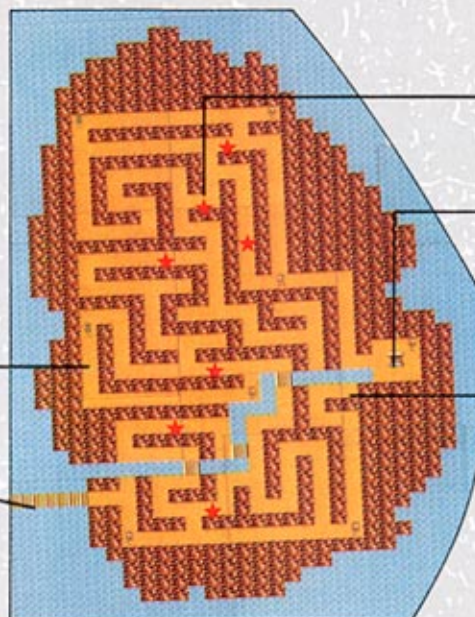
26 CAVE  
MAGIC CONTAINER

(F) (To Eastern Hyrule, Area A)

RED MAGIC JAR  
ENEMIES

25 MAZE PALACE  
WINGED BOOTS  
page 68

27 CAVE  
CHILD



## EASTERN HYRULE: AREA B

You'll find the Thunder Magic in this area, but you can't get it until you've collected all eight Magic Containers.

28 GREAT PALACE  
page 72



The journey to the Great Palace is arduous and many fierce enemies block your path. If your Experience Level is high, pick up a 1-Up. If it's not, have men in reserve.

29 NEW KASUTO TOWN  
SPELL  
MAGIC KEY  
MAGIC CONTAINER

1-Up

30 CAVE  
TREASURE BAG

(G) (To Eastern Hyrule, Area A)

31 OLD KASUTO TOWN  
THUNDER

32 THREE-EYE ROCK  
PALACE  
CROSS  
page 70

33 FOREST  
TREASURE BAG

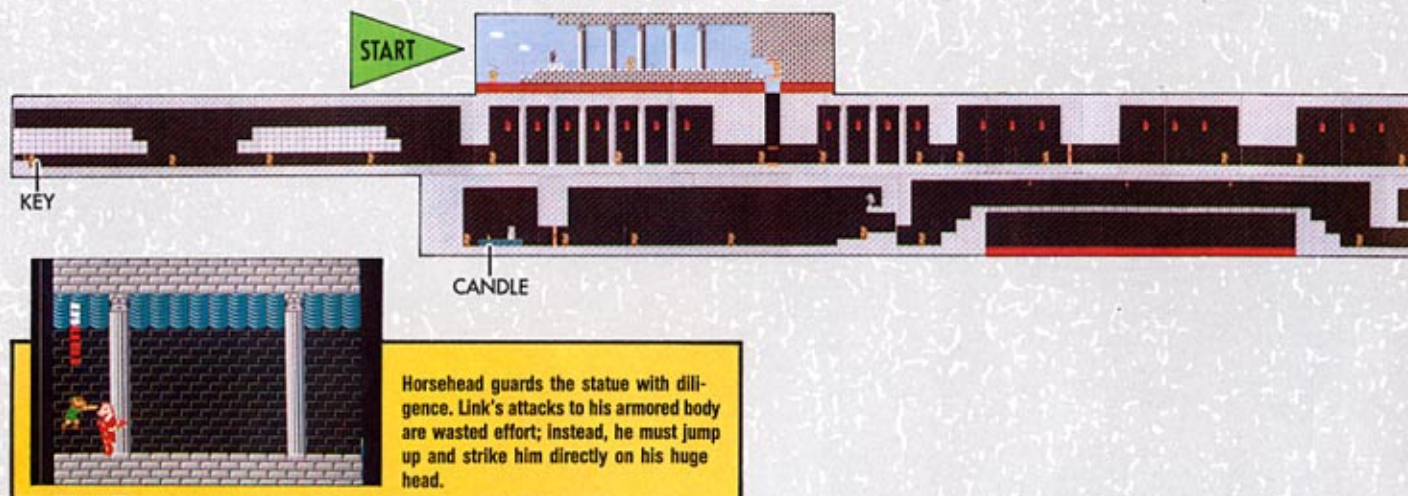
34 COAST  
HEART CONTAINER





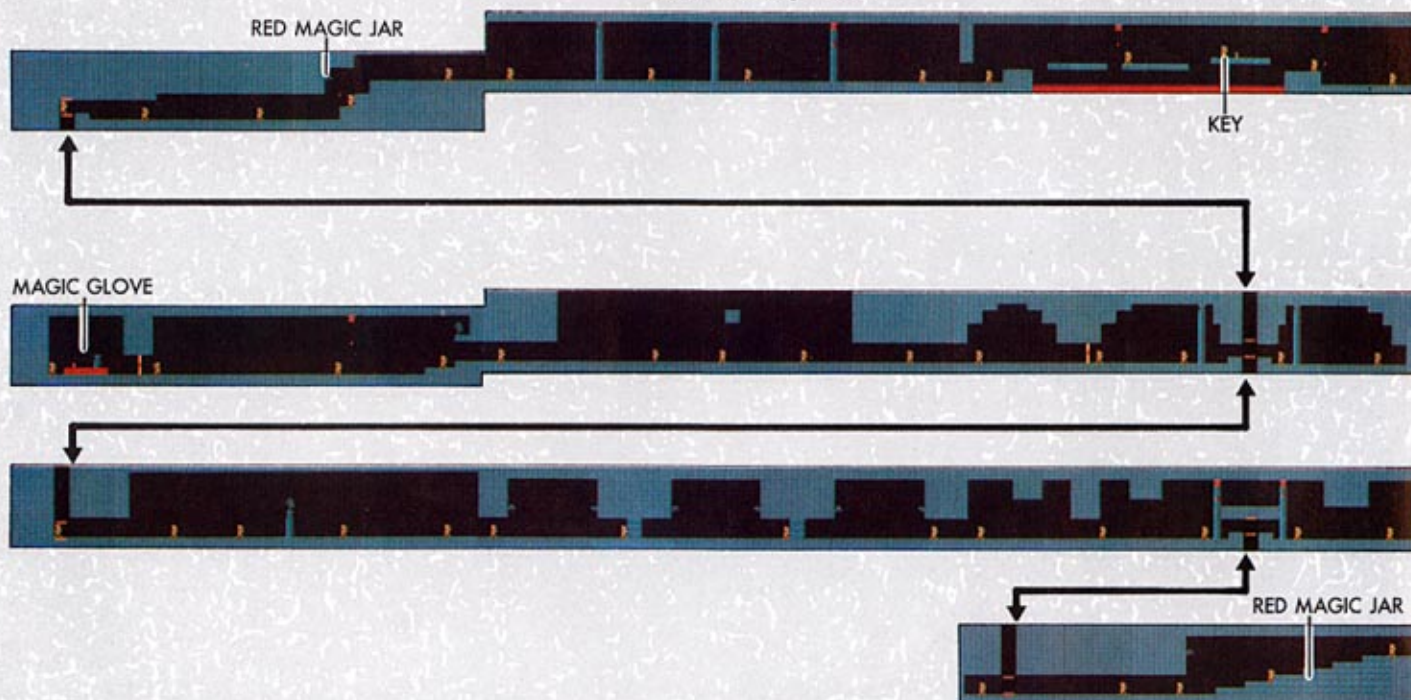
## PARAPA PALACE

Pass the silent guardian and enter the first of the Palaces, Parapa. You'll find that the bridges here aren't built to last. They begin to crumble as you step on them, so hurry across and collect the keys and candle. You'll have to pass the guardian, Horsehead, to reach the statue and place the crystal, and he's a horse of a different color!



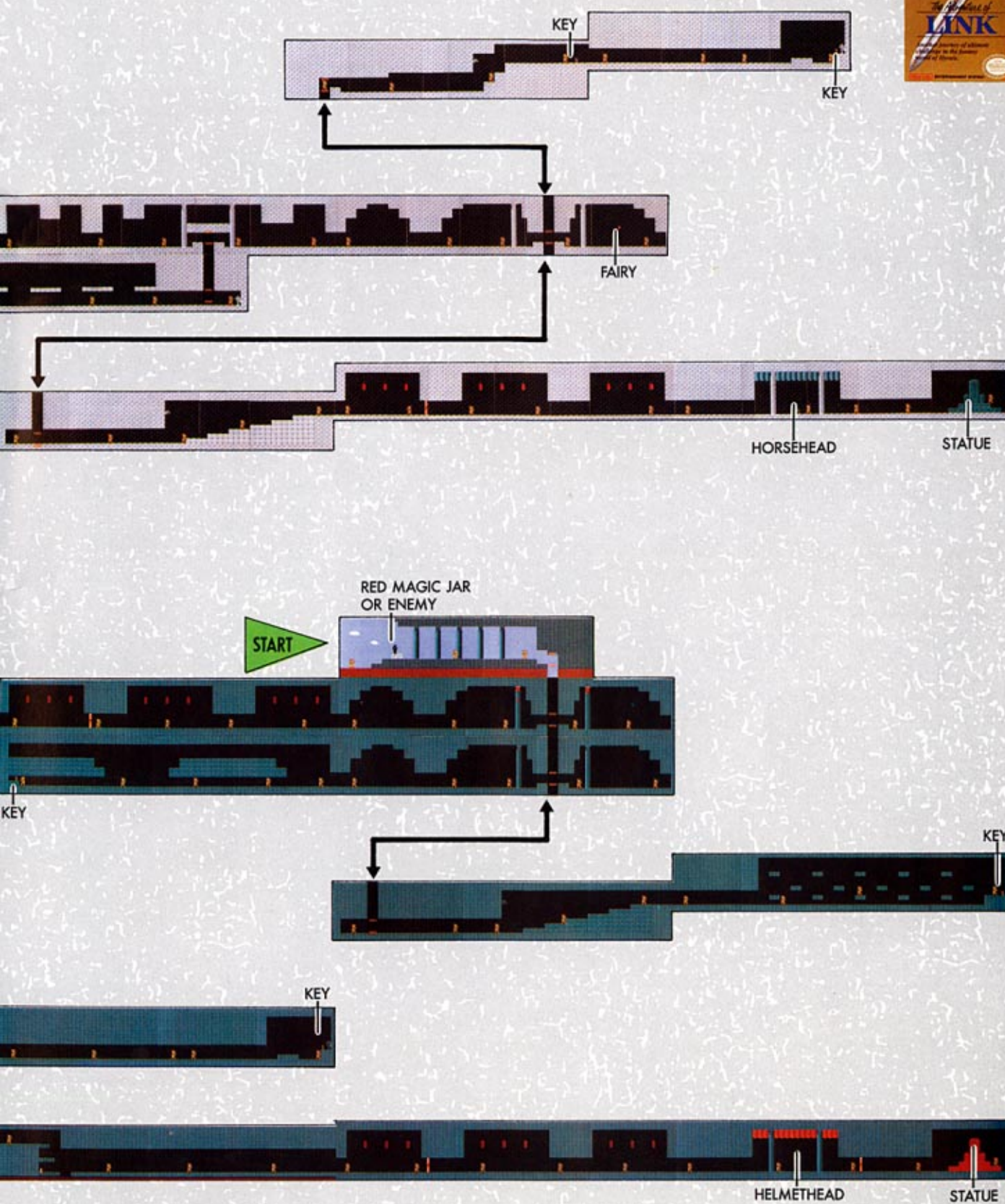
## MIDORO PALACE

As you enter, strike the statue at the Palace door. When you do, either a Red Magic Jar or an Ironknuckle will appear. If it's the enemy, quickly run off the screen and return to try again. A very handy tool, the Glove, lies in this Palace. To reach it, Link must dodge falling rocks, which form walls behind him. With the Glove, Link can easily break down certain stone walls to continue his journey towards the helmet-headed Palace guardian.





# THE ADVENTURE OF LINK

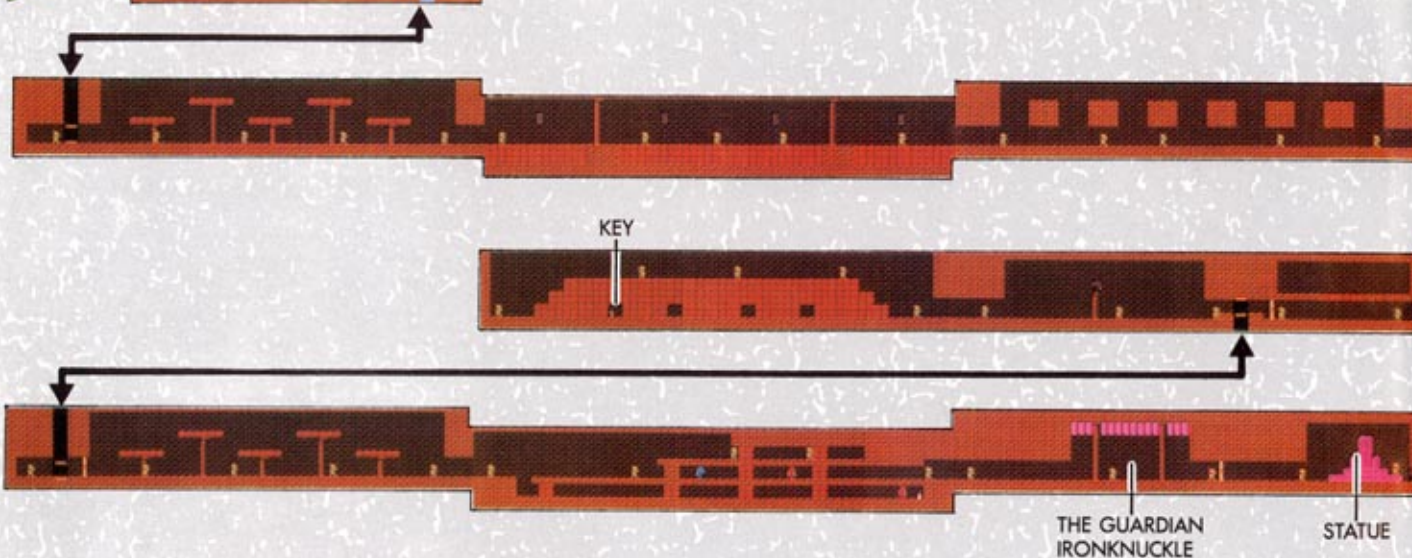




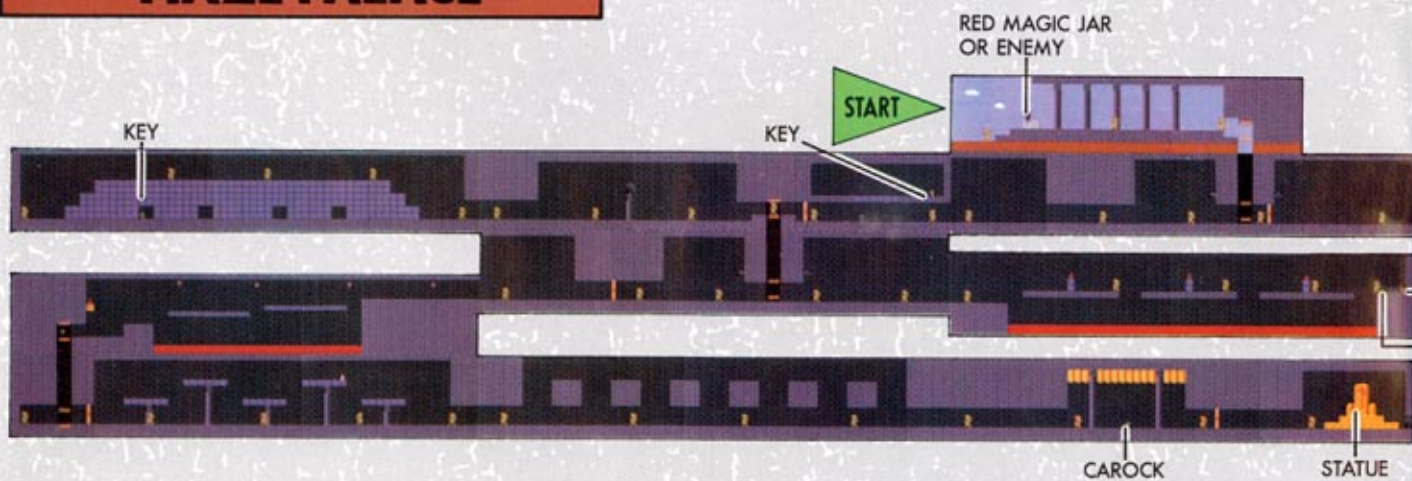
## ISLAND PALACE



When Link wanders around just south of the King's Tomb, he'll fall into a Pit that leads to the Island Palace. The first Key he sees is trapped under stones, but that's no problem for Link. Using the Glove with Downthrust, he can easily break through and grab the Key. Although the Palace seems easy at first, its guardian is a force to fear.



## MAZE PALACE



To defeat the sly and quick Wizzrobe, Carock, Link must use Reflect. After activating the spell, crouch at the left of the screen and wait for the magic to give the Wiz some of his own medicine.

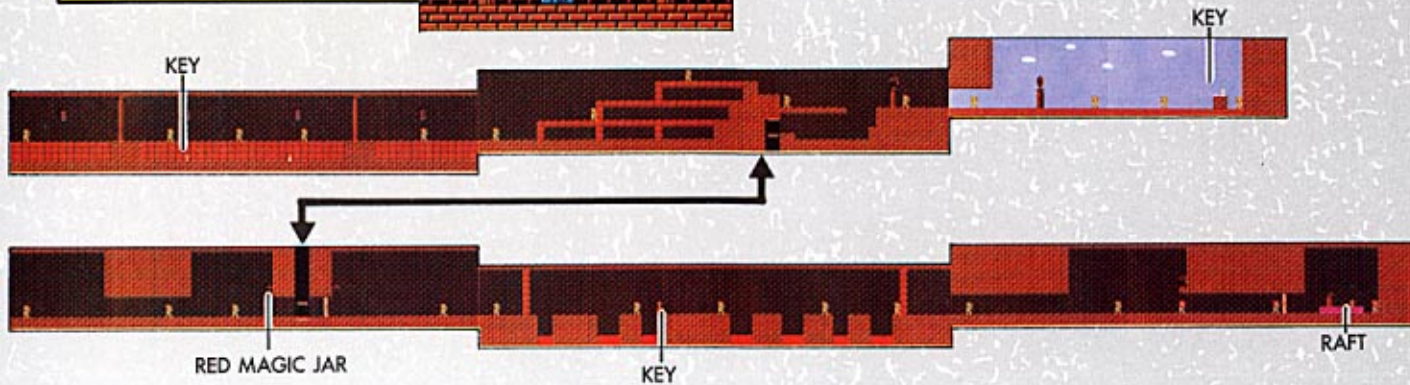




## THE ADVENTURE OF LINK



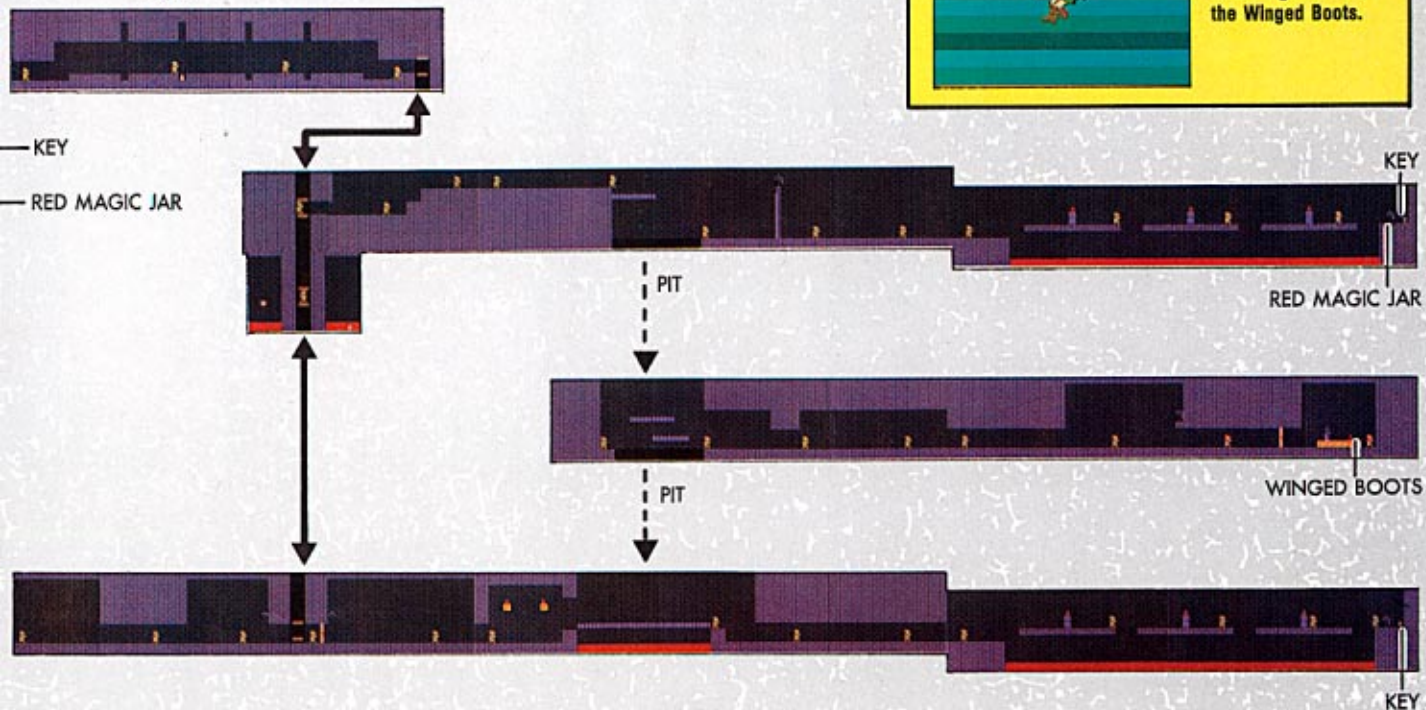
The knives Ironkuckle throws are deadly, and the huge horse he rides makes him invincible to Link's attack. Link can make him dismount by jumping and using Downthrust. Once afoot, Ironkuckle is vulnerable.



The statue at the entrance to the Maze Palace also holds either a Red Magic Jar or an enemy. To find out which, strike it. To get the valuable Winged Boots in this Palace, you'll have to fall through a Pit to the area where they're hidden. The dotted lines below show your path. Drop and hold Right on your controller to land on the ledge.

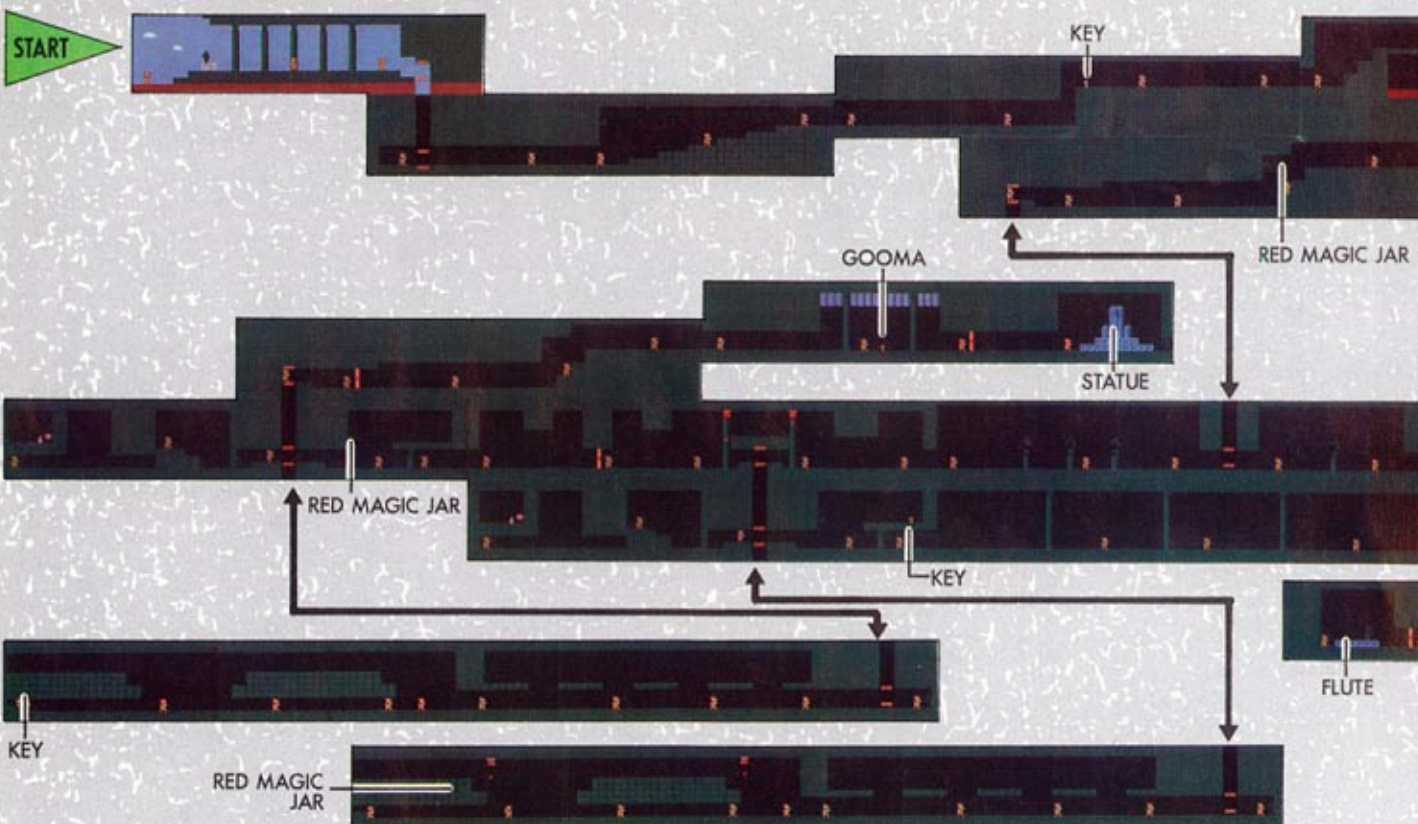


Drop into the Pit and land on the ledge in the room below. Run to the right to find the Winged Boots.

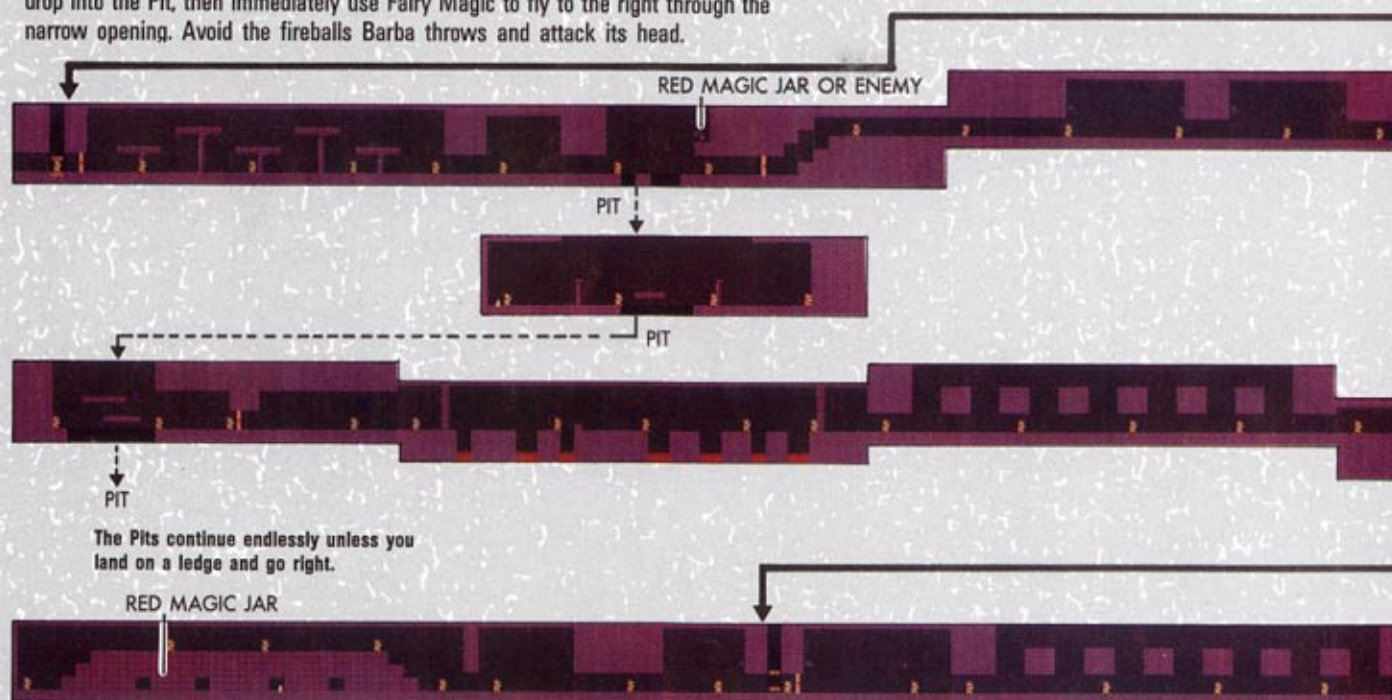




## PALACE ON THE SEA



Choose your path carefully to avoid the many pitfalls in Three-Eye Rock Palace. The dotted lines on the map below show Pit entrances and exits. To enter Barba's area, drop into the Pit, then immediately use Fairy Magic to fly to the right through the narrow opening. Avoid the fireballs Barba throws and attack its head.





## THE ADVENTURE OF LINK



KEY

The Palace on the Sea is huge and complex. To get to the Flute, you'll have to walk through the false wall indicated by the arrow below. Jump Up and press Right to see if you can pass through. After you pick up the Flute, visit the area of falling rocks to collect 1-Ups.

RED MAGIC JAR OR ENEMY KEY

RED MAGIC JAR OR ENEMY

## THREE-EYE ROCK PALACE

START

RED MAGIC JAR OR ENEMY

CROSS

PIT

1-Up

PIT

RED MAGIC JAR OR ENEMY

BARBA

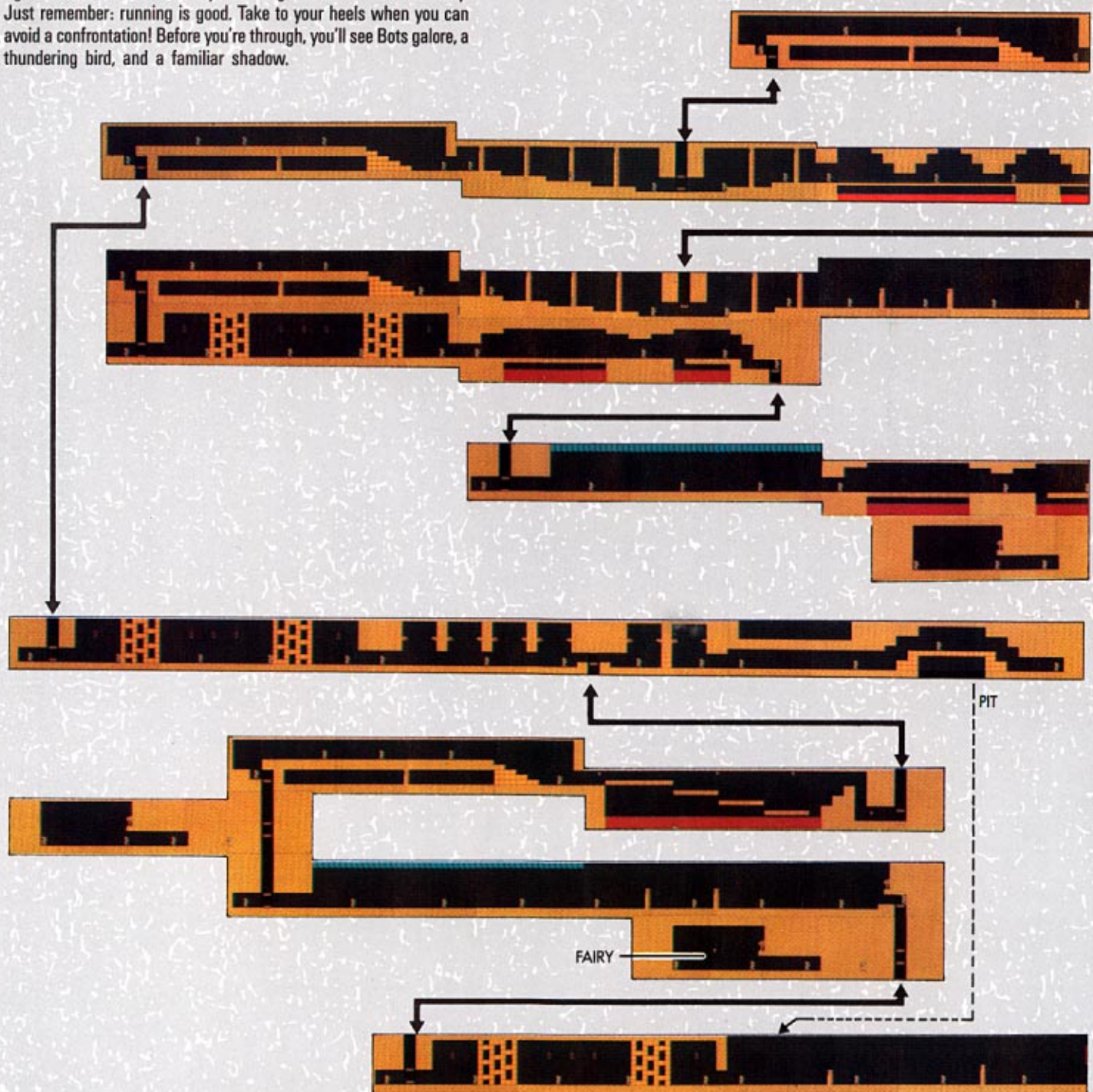
STATUE



## GREAT PALACE

You can't enter the Great Palace without completing the other first six. It's bigger and tougher than the others, so be prepared before you attempt it. You need to know all of the Spells and have your Powers pumped to the max. Many enemies inhabit the Palace. You can't fight them all, so don't waste your strength when it's not necessary. Just remember: running is good. Take to your heels when you can avoid a confrontation! Before you're through, you'll see Bots galore, a thundering bird, and a familiar shadow.

START

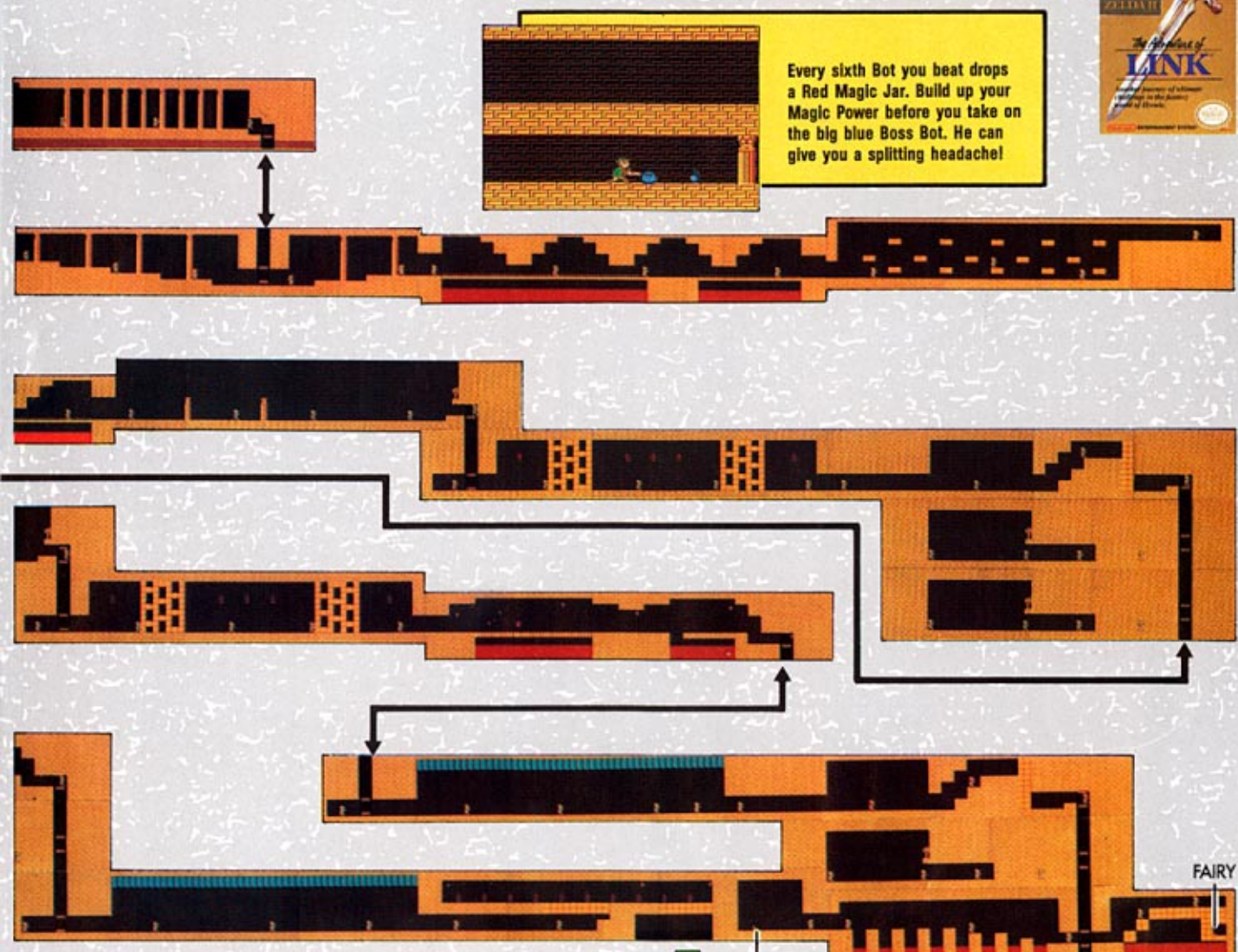




## THE ADVENTURE OF LINK



Every sixth Bot you beat drops a Red Magic Jar. Build up your Magic Power before you take on the big blue Boss Bot. He can give you a splitting headache!

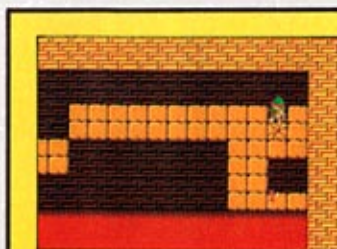


PIT  
C  
to page 74

A  
to page 74



The big blue bird is a pest, but he's not very bright. Crouch on the blocks above him and hold your Sword out. When he jumps up to fire at you, he'll do himself in.



Use your Glove and Downthrust to break through the brick below and reach the Fairy. Use the same technique to uncover a hidden Pit.

B  
to page 74





The brick floor hides a secret Pit. When you break the right block, you'll fall through the Pit to the area below.

**A** to page 73

**B** to page 73

**C** From page 73

PIT

PIT

FAIRY

RED MAGIC JAR  
OR ENEMY

THUNDERBIRD



Stand on the bridge just above the Pit's opening. In a moment, the bridge below you will dissolve and you'll fall into the Pit. Immediately use Fairy Magic to fly to the right when you enter the room below. Are you ready to meet Thunderbird?

Use Thunder Magic as soon as Thunderbird appears. It will cause him to turn blue and expose his face. You can destroy him when his face is uncovered by jumping up and striking him there.



## THE SHADOW KNOWS

Magic is useless against the final foe, Link's Shadow. Be defensive. Protect yourself with the Shield, strike with your blade when possible, and use Life to restore your power when necessary. Only the most tenacious will succeed in showing the Shadow up and waking Princess Zelda. You must be valiant to be victorious!

